

### REMARKS

Claims 10,11, 15, 16 and 20-24 are currently pending in the application.

#### *In-Person Interview*

Applicant thanks the Examiner for the time spent during the in-person interview of July 23, 2004. In the interview, the hardware architecture of the present invention discussed in view of the hardware architecture described in Weiss.

#### *Rejections under 35 U.S.C. § 103*

The examiner rejected claims 10, 11, 15, 16 and 21, 24 as being unpatentable over Weiss (US Patent 6,071, 190) in view of Byers et al. (5, 788, 509). The rejections of claims 10, 11, 15, 16, 21 and 24 as amended are respectively traversed.

The present invention as recited in the pending claims recites "a processing platform that comprises: a single mother board." A first gaming processing subsystem board is connected to one of the buses on the single motherboard using a bus interface for connecting the first gaming processing subsystem board to one of the buses via one of the expansion slots on the single motherboard. The present invention differs from Weiss in that it uses only a "single" motherboard while Weiss describes the use of two motherboards.

In Weiss, the processing platform comprises a white box (unsecured processing area) that is connected to the secure processing area via a serial (RS-232) or parallel interface. The secured and unsecured processing areas each employ a separate motherboard (i.e., two motherboards). The first motherboard for the secure processing area is shown in FIG. 6 as main board 164. The main board 164 is a motherboard used in traditional gaming machines. The second motherboard is shown as the processor board 252 in FIG.7. This motherboard is a motherboard for a multi-media PC.

Weiss specifically teaches away from the present invention, which uses a single motherboard and a gaming processing subsystem board that plugs into the motherboard because Weiss suggests that a single PC-type motherboard will not meet the needs of a gaming environment. From Col. 1, line 46-Col. 2, line 35, Weiss enumerates many reasons for not using a PC based design for a gaming machine such as described in the present invention recited in the pending claims. Weiss explains that

Today's trend in gaming devices is towards an increasing utilization of personal computer based gaming platforms. Personal computer based platforms are being employed by designers to make use of real time operating systems which allow for multi-

threaded/multi-tasking processes and the use of many "off the shelf" device drivers. While at first, this may seem an advantage, it is not a wise choice in an environment requiring high security and regulatory monitoring. Designs of this nature elude validation by regulatory authorities in two areas, initial laboratory evaluation and field validation. Emphasis added.

Gaming machines are subject to significant regulatory overview in a large number of jurisdictions in regards to hardware and software. For instance, approval of hardware used to generate the game of chance typically requires two-three years before it can be deployed in the field.

Weiss further states,

Any in depth review of a PC based gaming device is both difficult and far from definitive, requiring tremendous engineering resources and specialist in computer security which are expensive and normally available only on a consultant basis. Even if these resources were available, it is impossible to study the hundreds of thousands of lines of source code comprising all of the elements of such a system. Emphasis added.

Weiss suggests that it would be impossible to dissect the code of an operating system that is used on PC based device to degree that would satisfy the regulators. One of the potential functions of the motherboard, which can be PC based, as recited in claims 10 and 20 is to control and operate an operating system.

Weiss further states,

In addition, the time involved in just learning how to build the executable code from the source for correlation is time and resource prohibited. The multi-threaded/multi-tasking process nature of the programs in these devices make it extremely difficult to locate any compromising code which becomes clandestine since the actual sequence of the execution is hidden to the evaluating engineer. Furthermore, the code set for a complex PC device may not be fully embraced by the evaluating engineer. The significant reduction of risk for detection in compromising the more complex code is an invitation to inside compromise by device designers.

Gaming machines are designed to be field verifiable. As an example, gaming software is stored on a read-only memory that is tested by a technician certified by a gaming jurisdiction prior to its installation on a gaming machine. Weiss enumerates reasons why a PC-based design may be field verifiable. Weiss states, "PC based devices are simply not field verifiable, rendering any gaming jurisdiction's device inspection program or any other field validation effort useless for this gaming equipment (emphasis added)."

IGT1P073/P-229/JKW/DPO

In response to Office Action dated June 6, 2004

Some advantages of the present invention, which uses a board connected to an expansion slot on a motherboard, as compared to using two separate computers connected by a cable connection as described in Weiss is the present invention requires less hardware. For example, Weiss describes two motherboards and associated their associated boards while the present invention describes a motherboard and board connected to it via an expansion slot. In addition, Weiss describes the use of two video cards and two sound cards one for each motherboard. Further, Weiss's design takes up much more space in the gaming machine cabinet, which is at a premium in gaming machine design, since basically two separate computers must be accommodated while the present invention essentially requires space for a single computer.

Examiner relies on Byers to teach that is know to attach to a motherboard ISA expansions cards that connect the computer electronics to the peripheral device. Byers does not overcome the deficiency in Weiss in regards to teaching the use of two motherboards while the present invention recites a single motherboard.

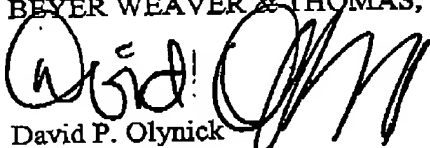
Therefore, for at least these reasons, the combination of Weiss and Byers can't be said to render obvious claims 10, 11, 15, 16, 21 and 24 and the rejection is believed overcome thereby.

The examiner rejected claims 22 and 23 as being unpatentable over Weiss (US Patent 6,071, 190) in view of Newtons Telecom dictionary. The rejections of claims 22 and 23 as amended are respectively traversed.

Examiner relies on Newtons in regards to the definition of a UART. Newtons does not overcome the deficiency in Weiss in regards to teaching the use of two motherboards while the present invention recites a single motherboard. Therefore, for at least these reasons, the combination of Weiss and Byers can't be said to render obvious claims 22 and 23 the rejection is believed overcome thereby.

Applicant believes that all pending claims are allowable and respectfully requests a Notice of Allowance for this application from the Examiner. Should the Examiner believe that a telephone conference would expedite the prosecution of this application, the undersigned can be reached at the telephone number set out below.

Respectfully submitted,  
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